```
ec::Geometry
     + ~Geometry()
     + Render()
     # BeginRender()
     # OnRender()
     # EndRender()
     # Geometry()
  ec::DynamicGeometry
 + ~DynamicGeometry()
 # DynamicGeometry()
ec::DynamicLineGeometry
+ DynamicLineGeometry()
+ ~DynamicLineGeometry()
+ SetStart()
+ GetStart()
+ SetEnd()
+ GetEnd()
+ SetLinewidth()
+ GetLinewidth()
# OnRender()
```